6. Straight--Five cards in sequence of any suit. Ex: 8,9,10, J,Q, in mixed suits.

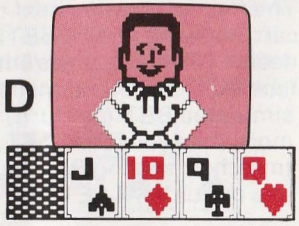
7. Three of a Kind--Three like cards. Ex: three 7's.

8. Two Pair--Two cards of one kind and two of another. Ex: two 3's and two Queens. In the event of two hands holding the same two pairs, the hand with the higher fifth card is the winner. If the fifth card is also the same, it's a tie.

9. One Pair--Two cards of the same kind. Ex: two 6's. In the event of two hands each with a pair, the higher pair wins. If both hands have the same pair, then the hand with the highest three remaining cards wins.

10. High Card--If no hand has so much as a pair, then the hand with the highest card (or cards) wins. Ex: K,J,10,8,5, beats J,10, 8,7,5, Also, K,J,10,8,5, beats K, J,10,7,5.

LasVegas 5-CARD STUD



OBJECT OF THE GAME:
To draw the highest Poker hand. Only the ''house'' (DEALER) ''settles up'' (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY

1. Ready?--When the DEALER asks ''READY?'', it's time to select your game. Press FIVE CARD STUD (same as #1 key) on your Hand Controller. The DEALER will ''announce'' the game and you'll hear him shuffle the cards (computer actually shuffles a full deck).

2. Ante Up--The DEALER requests an ANTE, which is a simulated $1 per player (for all POKER games). The POT then shows $3, since the DEALER and both players have theoretically anted $1 each (automatic ante). Each player has $1 subtracted from his WALLET. The cards are dealt, one ''down'' and one ''up'' to each player.

3. Time to Bet--DEALER says ''BET?'' [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the players.

The flasher appears next to the player with the highest card showing and he BETS first. (This could be the dealer.) To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is **$99.** You can never BET more than your WALLET. However, you can CALL (match preceding BET) and go in the "hole", resulting in a minus WALLET--see step #7.

RAISING YOUR BET:

If the **bet** to YOU is **$100** and you want to **raise** **$25**

PRESS [2] + [5] + [RAISE]

If a **second** player (besides the dealer) is in the game, he will bet next.

Now it takes **$125** to stay in the game.

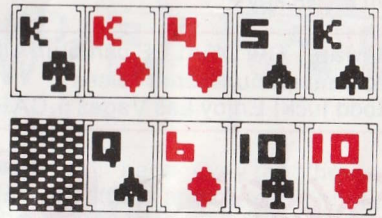
Some more facts about betting;

- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER), then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key)
- If you just want to pass, "check" your hand (which you can only do if there is no new BET or RAISE preceding your turn) press ENTER.
- The DEALER will "announce" all BETS, RAISES, and CALLS, including the amounts involved.

4. Play the Hand--Three more "up" cards will be dealt to each player. You BET, CALL, or RAISE in order each round of cards, the hand with the highest cards showing always betting first.

5. Want To Check Your Hole Card?--Press the "VIEW CARDS" disc on your Hand Controller to see your "down" card. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

PRESS VIEW CARD DISC ON HAND CONTROL



6. Want To Drop--If you don't think you can win and want to drop out ("fold" your hand)--press any side button on your Hand Controller, DEALER will announce "DROP" and your cards will disappear from the screen.

7. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing "GET LOST!" Your BET will be disallowed. You can, however, exceed your WALLET to CALL--you will then see a minus WALLET on the screen. To get back in the game you must press the RESET button on the Master Component and both players will have to enter WALLETS. (Amounts they have at this point.)

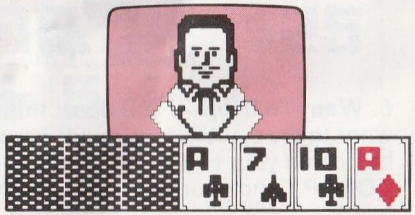
8. Who Won?!--After all the cards have been dealt and all BETS called, all "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "THREE OF A KIND." The POT will theoretically be added to the winner's WALLET (unless, of course, the DEALER wins).

9. Want To Play Again?--To play another hand of 5-CARD STUD, press either FIVE CARD STUD (same as #1 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER's CHOICE, #5 key).

- Beware! The DEALER can bluff! (So can you!!)
- No limit on number of raises.
- Good luck! Enjoy Las Vegas 5-CARD STUD!

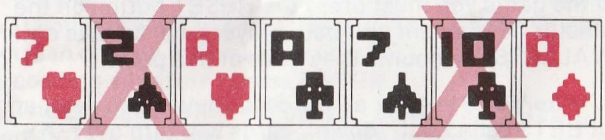
Las Vegas

7-CARD STUD



The rules for 7-CARD STUD are identical to the rules for 5-CARD STUD except for the following:

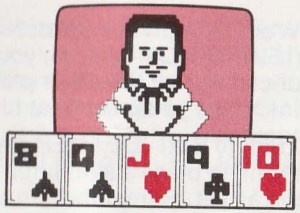
1. Each player is dealt seven cards instead of five.
2. There are three ''down'' cards instead of one. They are the first, second, and seventh cards.
3. The first round of simulated betting takes place after the third card (''up'' card) is dealt.
4. You use the best five out of your seven cards to make your highest hand.



With above points in mind, follow 5-CARD STUD Instructions to play 7-CARD STUD. Try playing 5-CARD STUD first and you'll have no problem moving to 7-CARD STUD. (Note: SEVEN CARD STUD key on your Hand Controller is same as #2 Key.)

Las Vegas

5-CARD DRAW



OBJECT OF THE GAME:

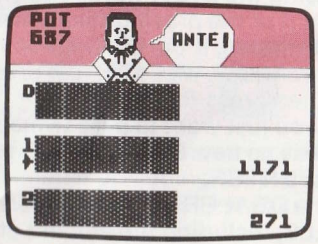
To draw the highest Poker hand. Only the ''house'' (DEALER) ''settles up'' (pays and collects simulated bets), but you must beat both the DEALER and the other player. There is only one winner per hand.

HOW TO PLAY:

1. Ready?--When the DEALER asks ''READY?'', it's time to select your game. Press FIVE CARD DRAW (#3 key) on your Hand Control. The DEALER will ''announce'' the game and you'll hear him shuffle the cards (computer actually shuffles a full deck).

2. Ante Up!--The DEALER requests an ANTE, which is a simulated $1 per player (for all POKER games). The POT then shows $3, since the DEALER and both players have theoretically anted $1 each (automatic ante). Each player has $1 subtracted from his WALLET.

The cards are dealt, five ''down'' cards to each player.



3. Want to See Your Cards?--Press the "VIEW CARDS" disc on your Hand Controller to see your cards. Ask the other player to look away at this point, since you must beat him as well as the DEALER!

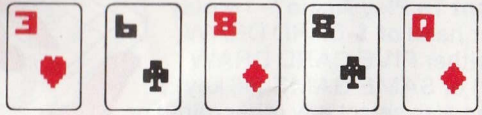
4. Time to Bet!--DEALER says "BET?" [0], meaning it's time to place a simulated BET but no BET has been made as yet. Remember, in all POKER games the DEALER can BET, RAISE, and CALL just like the other players.

The flasher appears next to Player #1 and he BETS first (Player #1 always BETS first in 5-CARD DRAW). To BET, press DIGIT keys followed by ENTER (see BET in General Instructions). The **maximum** simulated BET (per turn) is $99. However, you can never BET more than your WALLET. You **can** CALL (match preceding BET) and go in the "hole," resulting in a **minus** WALLET.

(Review More Facts About Betting: See 5-CARD STUD BETTING section.)

- Your simulated BET will appear on the screen just above your WALLET.
- As all BETS are made they are added to the total POT.
- If you change your mind about your BET, press CLEAR (before pressing ENTER) then BET again.
- If you want to CALL (match the preceding BET), just press the CALL key (same as RAISE and ENTER key).
- If you want to RAISE, press the RAISE key after pressing the DIGIT keys. You should not include the amount of the previous simulated BET in your RAISE. For instance, if the previous simulated BET is $100 and you want to RAISE $25, just press the DIGIT keys for 25, then press RAISE.
- If you just want to **pass** (which you can only do if there is no new BET or RAISE preceding your turn), press ENTER.
- The DEALER will announce all BETS, RAISES, and CALLS, including the amount of money involved.

5. Discard?--After all simulated first round BETS have been called, the DEALER will ask "DISCARD?", and each player starting with Player #1 will decide how many cards in his hand, if any, he wants to replace. To do this press DIGIT keys 1,2,3,4, or 5 which correspond to your cards reading from left to right. Let's look at an example:



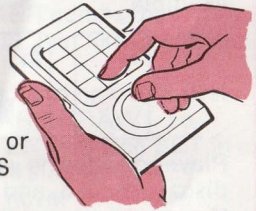
Player decides he wants to keep his pair of 8's and discard the 3,6, and Queen. He would then press Key #1 (to discard the 3), Key #2 (to discard the 6), and Key #5 (to discard the Queen). Three new cards will then be dealt automatically. **Important:** If you want to replace only **one** or **two** cards, you must press ENTER after discarding in order to be dealt your new cards. Discarding **three** as in above example produces automatic replacement without pressing ENTER. You cannot replace **more than three** cards under any circumstances! If you do not want **any** new cards, just press ENTER.

6. Bet Again--Time for the final round of simulated betting. Follow same procedure as step #4.

7. Want To Drop?--If you don't think you can win and want to "fold," press **any side button** on your Hand Controller. DEALER will announce "DROP" and your cards will disappear from the screen.

8. Get Lost!--If you've tried to make a simulated BET that exceeds your WALLET, the DEALER will let you know by announcing "GET LOST!" Your BET will be disallowed. You can, however, exceed your WALLET to CALL (match preceding BET) at any time. You will then see a **minus** WALLET on your screen.

9. Who Won?!--After all bets on the second round have been called, the "down" cards will turn over. A "W" will appear next to the winner and the DEALER will announce what the winning hand is, for instance, "TWO PAIR." The POT will theoretically then be added to the winner's WALLET (unless, of course, the DEALER wins).



10. Want To Play Again?--To play another hand of 5-CARD DRAW, press either FIVE CARD DRAW (#3 key) or SAME GAME (#6 key). You can also select any other game or leave it up to the dealer (DEALER'S CHOICE,#5 key).

- Beware! The DEALER can bluff! (So can you!!)
- No limit on the number of raises.
- Good luck! Enjoy 5-CARD DRAW!

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date-of-purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

Mattel Electronics Repair Center
5000 West 147th Street
Hawthorne, California 90250

for repair or replacement. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from accident, misuse or abuse.

HOW TO ORDER YOUR REPLACEMENT OVERLAYS

NOTE: SEPARATE CARTRIDGES ARE NEEDED FOR THE PROGRAMS LISTED BELOW.

Complete the order form below and mail it with your check or money order for $1.25 per set of 2 overlays. California residents add 6% sales tax. Address check or money order to Mattel Electronics, Box 2350, Hollywood, CA 90025. Allow 4-6 weeks for delivery. Offer subject to availability.

Mark quantity ordered

BOWLING	3333-4289	____sets
SOCCER	1683-4289	____sets
LAS VEGAS ROULETTE	1118-4289	____sets
ELECTRIC CO MATH FUN	2613-4289	____sets
ELECTRIC CO WORD FUN	1122-4289	____sets
FOOTBALL	2610-4289	____sets
HORSE RACING	1123-4289	____sets
CHECKERS	1120-4289	____sets
AUTO RACING	1113-4289	____sets
SEA BATTLE	1818-4289	____sets
SKIING	1817-4289	____sets
TENNIS	1814-4289	____sets
GOLF	1816-4289	____sets
BASKETBALL	2615-4289	____sets
HOCKEY	1114-4289	____sets
BACKGAMMON	1119-4289	____sets
LAS VEGAS POKER & BLACKJACK	2611-4289	____sets
ARMOR BATTLE	1121-4289	____sets
BASEBALL	2614-4289	____sets
SPACE BATTLE	2612-4289	____sets
BOXING	1819-4289	____sets

Amount enclosed _____ Total sets ordered _____

Your name _____

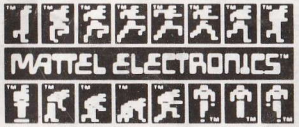
Address _____

City _____ State _____ Zip Code _____

MATTEL ELECTRONICS®

INTELLIVISION™

Intelligent Television



Other electronic games
available from Mattel Electronics.
Look for them!